

The image is the cover art for the video game Tomb Raider: The Last Revelation. It features the character Lara Croft in a dark, atmospheric setting. She is wearing her signature green tank top and black shorts, and is holding a glowing artifact in her right hand. The background is dark with some yellowish light sources. The title 'TOMB RAIDER THE LAST REVELATION' is written in a large, stylized, yellow font with a black outline. In the bottom left corner, there is a small logo that says 'CORE' in red and yellow. In the bottom right corner, the name 'EIDOS' is written in a white, stylized font.

**TOMB  
RAIDER  
THE LAST  
REVELATION**

CORE

EIDOS

## **WARNING: Read before Using Your Gamecom® Video Game System**

### **CAUTION**

Always use your PlayStation®3/PlayStation®4 system according to the advice and instructions provided by Sony. It is important that you read these manuals together with any other manuals you will use for the Gamecom before the first use of it.

### **HEALTH AND SAFETY WARNING**

Read most number of pages are warnings to highlight relevant use of the Gamecom when operating certain features/light or light systems that may be harmful to people like child or those for certain situations usage in other games. These situations and use of Gamecom may cause some of the participants near the use of certain features.

It is not advised for your family live near the equipment related to system when exposed to flashing light, especially when you're using Gamecom.

In all cases, parents should monitor the use of video games by their children if any signs appear such as dizziness, nausea or eye or neck pain, headache, loss of consciousness, frustration, any involuntary movements or convulsions. **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR MEDICAL SPECIALIST** if any.

To reduce the possibility of side-effects, the participant must follow these safety procedures at all times when using Gamecom.

- Do not play for long periods continuously. This should be as an indicator length of the session with.
- Do not play if you are tired or have not had much sleep.
- Make yourself the most comfortable position playing the lights around yourself.
- Stop playing when you feel tired or in some minutes perhaps. The system you use, neck, arm and legs or the you can continue continuously playing the game in the future.

### **OPERATING INSTRUCTIONS**

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- Do not tamper with the Gamecom or Gamecom/Playstation.
- The Gamecom/PS-3/PS-4 should be connected to the Gamecom video game system. Do not attach this also to anything other than Gamecom/Playstation especially not an XBI player.
- Do not allow temperature get too high into it or the disc.
- Avoid handling the disc. Do not touch directly on sensitive surface.
- Do not modify or tamper the appearance of the disc or use other that is provided (such as an original with extra tips).
- Do not enter into liquid, liquid or other into it or the disc.
- Store the disc in the original case and in a temperature to high temperature and humidity.
- Do not leave the disc in direct sunlight or under sunlight or other source of heat.
- Use hand gloves and a soft cloth to clean the, wiping gently from the center to the edge. Never use alcohol such as benzene and other flammable liquid etc.

### **PROTECTION AGAINST ELECTRIC SHOCK**

Do not perform any repair or maintenance unless you have the proper training to work the design of the DC. Avoid electrical contact as it could generate large electric shocks or fire.

### **CAUTION: MAKE SURE USE**

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# PROPHECY

I SEMERKHET, HIGH PRIEST OF HORUS, FOREWARN THAT HE WHO REMOVES THE AMULET SHALL HAVE RELEASED SET. HE WHO WALKED ABROAD WITH THE JACKALS AT THE DAWN OF MAN SHALL ONCE AGAIN VIOLATE THE EARTH

SET, RULER OF EVIL, WILL AGAIN BE FREE AT THE TURN OF A DISTANT MILLENNIA. AT HIS HEEL PLAGUES AND LOCUSTS. HARVESTS FAIL UNDER THE BROKEN SKIES.

AND SET SAYETH:  
I AM THE SHADOW ACROSS THE SUN; I AM THE BRINGER OF PLAGUES. MY WRATH WILL CONSUME ALL LANDS, AND SHALL BE CEASELESS.



# IN-GAME CONTROLS

R Trigger



L Trigger

Analog Sticks / Joystick

Directional / Button (D-Buttons)

During play, move your character

- ↑ Up
- ↖ Up-left diagonal
- ← Left
- ↙ Down-left diagonal
- ↓ Down
- ↘ Down-right diagonal
- Right
- ↗ Up-right diagonal

Start Button  
Pause / Resume



X Button

Y Button

B Button

A Button

Press each of the Analog Sticks / Joystick or L/R Triggers while holding the directional power (B). Doing so may disrupt the regular localization processes and result in confusion. If the Analog Joystick Pad or L/R Triggers are accidentally moved while holding the Directional power (B), immediately turn the power OFF and turn (B) again, making sure not to touch the controller.

# LARA

**Directional Button (D-Button)** Use to move Lara around the playing area at running pace

## ANALOG THUMB PAD

Up	Walk forward
Down	Step backwards
Left	Sidestepping left
Right	Sidestepping right
A Button	Action
T Button	Draw Weapons
X Button	Jump
B Button	Roll
R Trigger (in conjunction with Directional Button (D-Button))	Sprint while moving forward (Pressing X Button while Sprinting will make you dive and roll forward)
R Trigger	Duck while Lara is standing still or walking
L Trigger (in conjunction with Analog Thumb Pad)	Press and hold to look Tap to change target Press and hold to use laser sight
L & R Triggers pressed simultaneously	Draw flare, throw flare if Lara already has one in her hand
R Trigger (in conjunction with Directional Button (D-Button))	Crawl
Start Button	Pauses the game and displays the Pause Menu

R Trigger (While using  
Binoculars / Laser sight)  
L Trigger (While using  
Binoculars / Laser sight)  
Y Button (While using  
Binoculars)

Zoom in

Zoom out

Returns to normal view mode

## VEHICLES

Lara will, on her travels come across a number of vehicles here's how you control them

### MOTORCYCLE & SIDECAR

Directional button (D-Button)	Turn Left, Right and Pull back
A Button	Accelerate
X Button	Dismount
X Button	Brake
R Trigger	Activate Nitro

### JEEP

Directional button (D-Button)	Turn Left & Right
A Button	Accelerate
X Button	Brake
L Trigger	Shift Up
R Trigger	Shift Down
X Button	Exit Vehicle

# MENU SCREEN CONTROLS

Use either Analog Thumb Pad or D-Buttons to navigate through the Menu Screens, use B Button to return and cancel and A Button to select throughout all menus.

Use Right and Left D-Buttons or Analog Thumb Pad to toggle through individual category options.

## STARTING THE GAME

Following a short introductory FMV sequence you will be presented with the:

## MAIN GAME TITLE SCREEN

At this screen the following options are available to you:

- NEW GAME** – Prepare to join back on a new adventure
- LOAD GAME** – Select this option takes you to the Saved Game Screen, here you may choose to load a previously saved game.
- OPTIONS** – Selecting takes you to the Options Menu Screen
- GALLERY** – Keep checking back's gallery, as you progress through the game new images will be unlocked.

# THE BEGINNING

The daughter of Lord Hurlingham Croft, Leta was brought up in the secure world of aristocracy – wanting for nothing, she was surrounded by servants, social events and high society.

Having attended Wimbledon High School for Girls from the age of 11 years, Leta's parents decided that now she was 16, she should broaden her education by studying for her A Levels at one of England's most prominent boarding schools. An adventurous soul, Leta found the idea of being sent away from home an exciting prospect.

By chance one day Leta came across a copy of National Geographic on the hall table. The front cover featured a familiar name – Professor Werner Von Croft. A respected archaeologist, Von Croft had once lectured at Leta's school to pupils and parents alike. The experience had a profound effect on Leta, triggering a desire for travel to remote locations in search of adventure. In some ways Von Croft had become an inspirational figure for Leta.

As Leta read further, she learned that Von Croft was currently preparing for an archaeological tour across Asia, culminating in a potential new discovery to be made in Cambodia. Unable to contain herself, Leta burst into the room, thrust the article in front of her parents and without hesitation demanded she accompany Von Croft on his expedition. Lord Croft could hardly disagree that travel was an education in itself.



As Lars argued the case further, he found himself walking over to the desk and writing a letter to Van Croy, introducing himself as an influential society figure and offering financial assistance in exchange for his daughter's place on the expedition.

Van Croy's reply assured the Hemmingle Crofts that the territories were friendly and that he had ample experience to look after both his and Lars's well being. Lars's company as an assistant would be welcome, as was the offer of such a generous sum. He remembered Lars from his lecture - her incessant yet insightful questions had made quite an impression upon him.

So it was agreed by all that Lars would accompany Van Croy for the duration of the trip.

As the game has begun, listen carefully to Van Croy, his teaching and advice will be invaluable on your travels.



# ACTIONS

## MOVING

### RUNNING / SPRINTING

Using the Directional Button (D-Button) moves Lara at a running pace, pressing Sprint R Trigger will make her temporarily sprint. A small energy bar will appear, when the bar depletes Lara will revert back to a run.

### WALKING / SIDE STEPPING

Pushing Up or Down on the Analog Thumb Pad will make Lara carefully walk forwards or backwards. By pushing Left or Right Lara will Side Step. While using the Analog Thumb Pad, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

### ROLL

Pressing Roll B Button will make Lara roll forward, and finish up facing the opposite direction. This also works when Lara is underwater.

### JUMPING

Lara can jump in any direction, to evade her enemies. Press Jump X Button and Lara will jump straight up into the air. If you use the Directional Button (D-Button) immediately after pressing Jump, Lara will jump in that direction. In addition, pressing Down or Roll straight after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when jumping backwards by pressing Up or Roll immediately after takeoff.

# SWIMMING

## UNDERWATER

If Lara finds a deep pool of water, she can jump in, and swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown.

Use the Directional (D-Button) to move Lara in the water. Pressing Jump X Button makes Lara swim. Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press Action A Button.

## SWIMMING ON THE SURFACE

You can also use the side stick actions to swim left or right when on the surface of the water. Pressing Jump X Button will make Lara dive under the surface again, while pushing Up on the Directional Button (D-Button) and Action A Button when Lara is close to an edge will make her climb out.

## WADING IN SHALLOW WATER

Lara won't swim in waist deep water, instead she wades. The controls are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

# ATTACKING

## DRAWING AND FIRING WEAPONS

Pressing the Draw Y Button will arm Lara with her currently selected weapon. Pressing the Action A Button will fire the weapon.

Press Draw Y Button and Lara will draw her guns. If she sees a potential target she will lock onto it. If there are multiple enemies, Lara can change target by tapping L-Trigger. Press Action A Button to shoot at the selected target, to switch to another enemy just tap L-Trigger again. If Lara loses sight of the enemy, the lock-on is broken.

Whilst Lara has her guns drawn, she can no longer do anything that requires the use of her hands. These actions are described below.





## OTHER ACTIONS

### VAULTING

If Lara is faced with an obstacle that she can climb over, pushing up on the Directional Button (D-Button) and Action A Button will make her vault onto it.

### CLIMBING

Some walls are climbable. If Lara comes across such a surface, pushing up and Action A Button will make her jump up (if there is normal and easily reachable handholds on the wall). She will only begin to climb when Action A Button is held down. She can then be made to climb up, down, left and right by using the Directional Button (D-Button). Lara can also climb around the edges of some surfaces. Pressing Jump X Button will make Lara jump backwards away from the wall.

When Lara arrives at the top of the ladder she may be faced with a small opening, pressing Duck Y Trigger will make Lara duck and pushing up on the Directional Button (D-Button) will make Lara crawl into the gap if she will fit.

### CLIMBING POLES

Lara will come across certain poles that she can climb. Either walk up to the pole, press and hold Action A Button, or run, jump and grab the pole, you must keep the Action A Button pressed or Lara will let go. Whilst on the pole, use the Directional Button (D-Button) to make Lara climb up and down, Right or Left to make her rotate around the pole and Jump X Button to back-flip off.

## CLIMBING ROPES

Lara grabs a hold of ropes, rotates, climbs up and down and jumps off the same way as spikes. To make the rope swing from side to side use the Sprint R Trigger. Press Jump X Button to make Lara jump forwards off the rope.

## DUCK AND CRAWL

As described above Lara can Duck by pressing the R Trigger whilst either standing still or walking and Crawl by keeping the R Trigger pressed whilst using the Analog Thumb Pad to move her as you wish.

## GRABBING HOLD

If Lara is near to a ledge while she is jumping, pressing and holding Action A Button will allow her to grab the ledge in front of her and hang there. If a wall is destructible, Lara can catch onto it anywhere (not just ledges). Push Left or Right on the Directional Button (D-Button), and Lara will shimmy sideways and even around corners of certain surfaces. Pushing Up will make Lara climb up to the level above. Let go of Action A Button and Lara will drop.

## MONKEY SWING

If Lara discovers an overhead frame, she may decide to monkey Swing across it. To perform this press Jump X Button to Jump up to the frame, the Action A Button to grab on to the frame, and whilst still holding the Action A Button, push up on the Directional Button (D-Button) to swing forwards. Pushing Left or Right on the Directional Button (D-Button) will make Lara hang and rotate. Releasing the Action A Button will cause Lara to release the bars.

## PICKING OBJECTS UP

Lara can remove objects and store them in her inventory. Position Lara so that the object you want to remove is in front of her feet. Press Action A button and she will pick it up.

Often, enemies will drop objects when they are killed. It's always worth checking out their bodies just in case.

Some objects in the game may be broken revealing valuable pick-ups, objects may also be placed on plants and also hidden inside walls – in this case press Action A button to reach in and grab it.

## USING SWITCHES / SOLVING PUZZLES

There are many puzzles that await Lara, these will take many unusual forms. You may simply need to flick a switch – this is achieved by positioning Lara by a switch and pressing Action A button. Others you may need to collect two halves of an object combine them in the inventory and use them as a key.





## THE CROWBAR

Lara may need to pry doors from walls or pry open doors, to enable her to do this she'll need a crowbar. Select the Crowbar from the inventory to use it.

## USING FLARES

If Lara finds herself in the dark and has any flares in her inventory, she can get her out and light it by highlighting and selecting the Flare icon with the inventory, pressing both L & R Triggers simultaneously will also draw a flare. This will light up her surroundings for a minute or so, and whilst she is carrying it she can still walk or climb – they even work underwater. If she wishes to discard the flare, it can be dropped by pressing the Drop Y Button, to throw the flare a longer distance press the Flare Button combination again.

## PUSHING/PULLING OBJECTS

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand in front of the object and hold down Action A Button, Lara will get into her ready stance. Once she is ready press Down to pull the block, and Up to push it, or if you decide you no longer wish to carry on with this task, simply release the Action A Button.

## LOOKING AROUND

Pressing Look L-Trigger will make the camera go directly behind Lara, whatever the camera is currently doing. With Look held down, the Analog Thumb Pad allows Lara to look around her. Once you let go of Look, the view returns to normal. (TIP: if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the Look button on it's own will show you exactly what direction she is facing.)

# PAUSE MENU

Pressing Start Button will pause the game and also display the Pause Menu, from this menu the following options are available to you

**INVENTORY** Select to call inventory

**STATISTICS** Select just to see how well you are progressing through the level

**OPTIONS** Selecting takes you to the Options Menu Screen the options available to you here are:

**TV SETTINGS** - This option allows you to toggle between 50 or 60 FPS

**MUSIC VOLUME** - This option allows you to increase or reduce the volume of the music

**SFX VOLUME** - This option allows you to increase or reduce the volume of the in-game sound effects.

**CONFIGURE CONTROLS** - Here you can choose your preferred control method from 2 pre selected configurations.

**AUDIO** - Stereo/Mono

Your settings will be automatically saved when exiting game

**28th FORTUNE** Return to the title screen without saving your game

**RESUME** Carry on with your game

# IN GAME INVENTORY

Use either the Analog Thumb Pad or the D-Buttons to navigate through the Inventory and the A Button to select.

Dependent on the object that is highlighted a relevant items will be displayed under the item. For example:

Highlighting the Crossbow will present the following options:

- |                    |  |
|--------------------|--|
| <b>Equip</b>       | Arms Lara with the weapon.   |
| <b>Combine</b>     | Allows the item to be combined with other relevant items held in the inventory (i.e. Laser Sight).   |
| <b>Choose Ammo</b> | In some instances Lara may collect different forms of Ammo, and this option allows you to choose between available Ammunition for that weapon. |

Press Start Button or select Resume Game to return to the game:

## SMALL MEDI PACK

Using a small med pack (when collected) will restore 1/2 of Lara's health, and also acts as a poison antidote.

## LARGE MEDI PACK

Using a large med pack (when collected) will fully restore Lara's health, and also acts as a poison antidote.

Beware, some badies will poison you, should you be poisoned your health bar will appear and begin to flash yellow - decreasing as it flashes. Use either a small or large Med Pack as an antidote.

## SAVE GAME

To save the game at any point, bring up the Inventory Screen and select Save Game (hold a WM and slot and press A Button, your Save Game will be automatically named (Please note there is a total of 5 save game files, if the WM is full you may select a previously used file to overwrite).

## LOAD GAME

To load a previously saved game proceed to the Inventory Page select the Load Game (WM) and choose and select the game you wish to load.

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**09067 535050\***

\*Please note that this call is more expensive than a normal call and at time of publication is charged at 70p per minute at all times. Callers must legally be aged 18 or over. The service is provided in the UK by Eidos Interactive Limited, Unit 2, Redford Way, Redford, Birmingham, B6 7AD.

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